Theoretical Computer Science
Algorithms, automata, complexity and games

Volume 178, Numbers 1–2, 30 May 1997

Abstracted/Indexed in: ACM Computing Reviews, Compuscience, Computer Abstracts, Current Contents: Engineering, Technology & Applied Science, Engineering Index/Compendex, INSPEC Information Services, Mathematical Reviews, Zentralblatt für Mathematik

Fundamental Study

C.-H. Chang and R. Paige
From regular expressions to DFA's using compressed NFA's 1

Contributions

P. Clote
Nondeterministic stack register machines 37

G. Cattaneo and C.Q. Vogliotti
The "magic" rule spaces of neural-like elementary cellular automata 77

M.D. Atkinson, M.J. Livesey and D. Tulley
Permutations generated by token passing in graphs 103

A. Munier and C. Hanen
Using duplication for scheduling unitary tasks on m processors with unit communication delays 119

G. Kucherov and M. Rusinowitch
Matching a set of strings with variable length don't cares 129

M. Strauss
Normal numbers and sources for BPP 155

J. Berstel and A. de Luca
Sturmian words, Lyndon words and trees 171

A. de Luca
Standard Sturmian morphisms 205

P. Damaschke
An optimal parallel algorithm for digital curve segmentation 225

A. Browne, E.M. Clarke, S. Jha, D.E. Long and W. Marrero
An improved algorithm for the evaluation of fixpoint expressions 237

Notes

P.M. Higgins
A proof of Simon's theorem on piecewise testable languages 257

Y. Kopidakis and V. Zissimopoulos
An approximation scheme for scheduling independent jobs into subcubes of a hypercube of fixed dimension 265

M. Latteux and D. Simplot
Recognizable picture languages and domino tiling 275

Author index volume 178 285